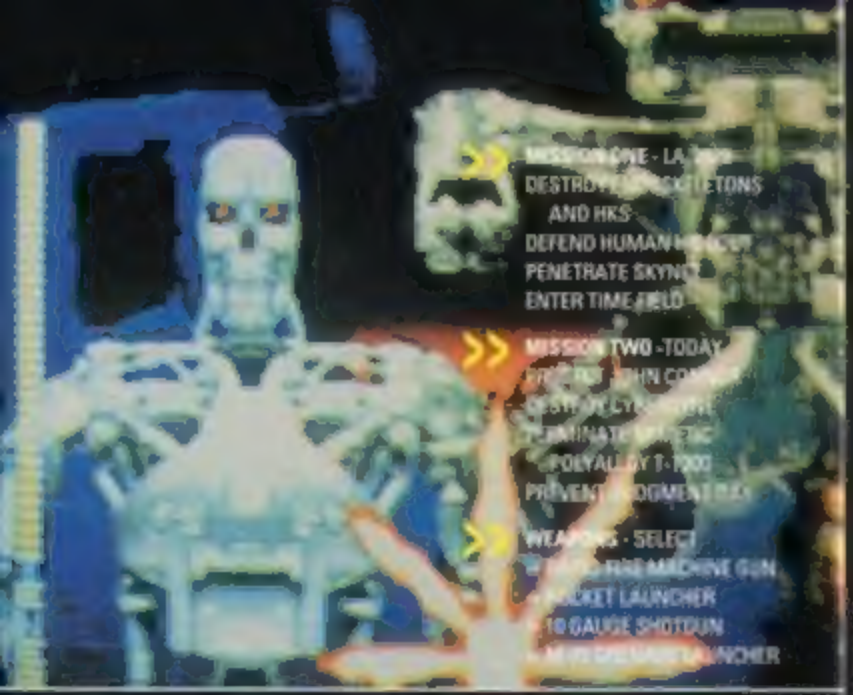

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MORTAL KOMBAT™

INSTRUCTION BOOKLET

Acclaim entertainment inc.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Nintendo

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THE SHAOLIN TOURNAMENT FOR MARTIAL ARTS...

FOR AGES IT WAS A COMPETITION OF HONOR AND GLORY. NOBLE WARRIORS FROM AROUND THE GLOBE WERE INVITED TO TAKE PART, EACH SEEKING TO WIN THE TITLE OF GRAND CHAMPION.

BUT THAT WAS A LONG TIME AGO... BEFORE THE TOURNAMENT WAS CORRUPTED BY THE EVIL DEMON SHANG TSUNG, A WARRIOR WHO TOOK NOT ONLY THE LIVES OF HIS OPPONENTS, BUT THEIR VERY SOULS...

WITH THE AID OF HIS PUPIL GORO, A HIDEOUS HALF-HUMAN DRAGON, TSUNG BEGAN A DOMINATION OF THE CONTEST WHICH HAS LASTED FOR CENTURIES. TODAY, 500 YEARS LATER, THE CONTEST BEGINS ANEW AS WARRIORS ONCE AGAIN GATHER TO PARTAKE IN MORTAL KOMBAT.

LET THE TOURNAMENT BEGIN!

1. Make sure the power switch is OFF.

2. Insert your MORTAL KOMBAT® game pak as described in your Super Nintendo Entertainment System® manual.

3. Turn the power switch ON. When you see the MORTAL KOMBAT® title screen, you will be given two choices: Tournament and Options. Use the LEFT and RIGHT CONTROL PAD ARROWS to highlight your choice, then press any button to select it.

This game pak is not designed for use with the slow motion feature of some accessory controllers

TOURNAMENT MODE

TOURNAMENT mode begins a one-player battle for the title of Grand Champion. But first a warrior must be selected. The "CHOOSE YOUR WARRIOR" screen has pictures of all the warriors available to a player— Liu Kang, Johnny Cage, Kano, Rayden, Scorpion, Sub-Zero, and Sonya Blade. Move the colored frame onto your choice using the CONTROL PAD ARROWS. When your choice is framed, press any button to select him/her and begin the tournament.

Should a second player desire to join the tournament, he may do so at any time by pressing the START BUTTON. This will then return both players to the "Choose Your Fighter" screen where they must again choose their warriors. Should both players select the same warrior, player two will be distinguished by color. The players will then battle one another with the winner continuing onward in the tournament, and the loser's game ending.

OPTIONS

OPTIONS brings the player to the Options screen where a number of game features can be modified using the CONTROL PAD ARROWS:

GAME MODE chooses whether one fights a NORMAL match, or a HAND-TO-HAND match where all special moves are disabled.

MUSIC allows you to turn the game music on or off.

DIFFICULTY allows you to choose whether the game will be very easy, easy, medium, hard or very hard.

HANDICAP is a feature designed to let two players of different skill levels battle on an equal basis. It achieves this by affecting how much injury each player receives when he is hit. Use the RIGHT CONTROL PAD ARROW to raise the amount of damage your player will receive, and the LEFT CONTROL PAD ARROW to lower it. Handicap only works when in 2 player mode.

BUTTON CONFIGURATION allows you to select which buttons will operate which moves. To select a move, use the UP and DOWN CONTROL PAD ARROWS. To change the control, press the button you desire to use when the move is selected. Keep in mind that when you change one button, the move which originally used that button is also switched and the controls outlined in the "Art of Kombat" section of this manual will differ accordingly. To leave Button Configuration, press the START BUTTON.

To exit the options screen and return to the main title screen, press the START BUTTON.

RULES OF THE TOURNAMENT

The Shaolin Tournament for Martial Arts is more than a simple exhibition. Each of its combatants has been invited for his extraordinary skills and in accepting has wagered his very life upon them. The tournament's structure— as simple as it is ancient— tests all aspects of a warrior, for only the most worthy may earn the title of Grand Champion.

The tournament first tests a warrior's fighting skill by pitting him against the other tournament challengers. In all Mortal Kombat battles, meters in the upper-left and upper-right corners of the screen measure the health of each warrior. The meters begin each round with full health, but are reduced with each blow taken. The amount of the reduction depends both on the type of hit and whether or not it was blocked. When a warrior's health meter runs out, he is knocked out and the round goes to his opponent. Should time run out before either combatant is knocked out, the warrior with less injury is declared the victor. The first warrior to win two rounds takes the match and moves on to his next opponent.

NOTE: If four rounds pass without a match winner, both combatants will be disqualified from the tournament.

An ancient proverb declares a warrior to be his own worst enemy. Another declares his greatest ally to be knowledge of his weaknesses. These maxims are the origin of the tournament's next test, the Mirror Match, where each warrior must face possibly his greatest foe— a doppelganger possessing all of his looks, strength, speed and skill. In order to defeat him, a warrior must demonstrate the one attribute that the doppelganger lacks— wisdom.

Should a warrior survive the Mirror Match, his conditioning is then tested in three grueling Endurance matches.

The rules of the Endurance Matches are similar to the standard matches, but upon defeating an opponent in an Endurance match, a second warrior then enters the fray. To win a round, both opponents must be vanquished before your warrior succumbs to injury even once!

Between matches the Tournament grandmasters will periodically test your warrior's might. Your warrior will be required to break an object with his bare hands— wood, stone, steel, ruby or diamond. To raise the power level of his hit, press the A and B BUTTONS repeatedly as fast as you can. A meter next to your warrior indicates the current power of the blow and the force required to break the object. When the power level is above the line, press the L or R BUTTON to strike, but make sure you strike before the timer reaches zero.

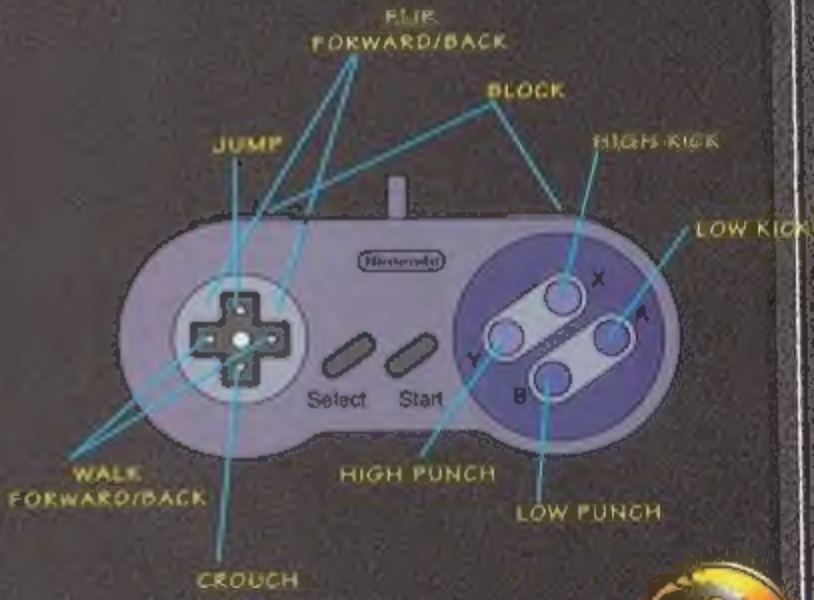
Only when a warrior has succeeded in each of these challenges has he proved himself worthy of meeting the Grand Champion, Goro, in battle. If Goro is defeated, the demon Shang Tsung will enter the contest to oppose you! Defeat him to become the Supreme Mortal Kombat Warrior!

THE ART OF KOMBAT

Each contestant invited to the Tournament has spent years in practice and meditation to perfect his martial arts skills. Before engaging these warriors in combat, you too should practice the martial arts by meditating on these lessons.

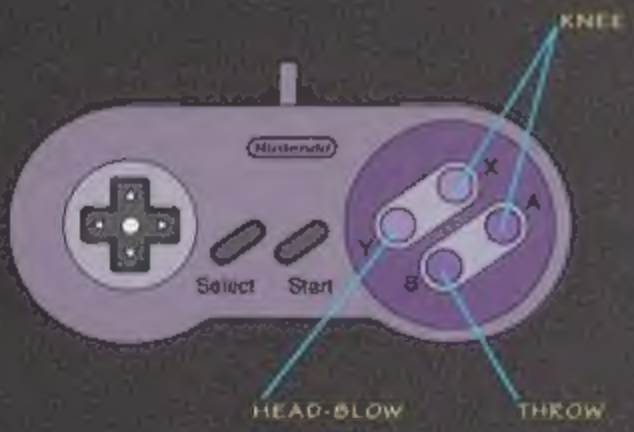
BASIC MOVES

The best way to begin your training is with the fundamental moves: kicks, punches, crouches, jumps and blocks. These moves may seem trivial compared to powerful and acrobatic moves like the flying kick, but knowing how to stop, avoid or counteract a flying kick can be far more useful than knowing how to land one yourself. Combined, these fundamentals are the foundation for both a strong defense and a potent offense.



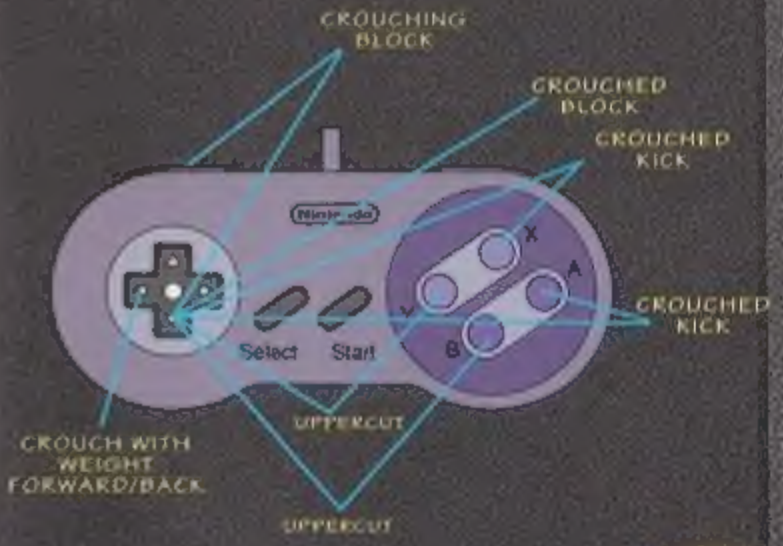
WHEN IN CLOSE QUARTERS

Additional moves used in close-in combat situations are the knee, the head blow, and the throw. All three are highly effective, and do not require the full limb extension which is impossible in close quarters. Although these moves are potent, they can be used only when directly adjacent to an opponent.



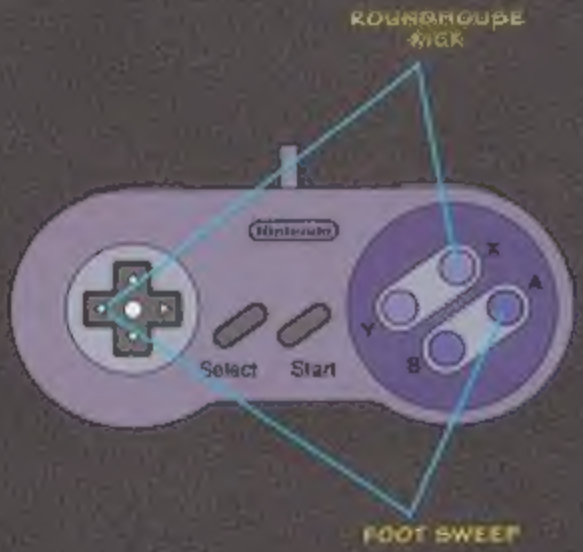
CROUCHING MOVES

Defensively, the crouching moves allow one to avoid punches and aerial weapons, to escape from close proximity and to avoid being thrown. Offensively, the uppercut, executed from the crouch is one of the most powerful offensive weapons in a warrior's arsenal. Crouching moves can only be used when holding the DOWN CONTROL PAD ARROW (or DOWN + LEFT or RIGHT CONTROL PAD ARROWS).



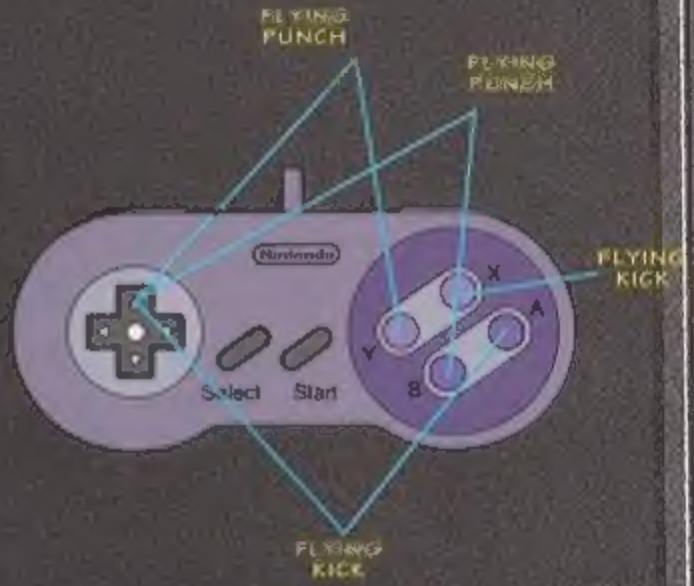
SPINNING MOVES

The spin is the key to such moves as the Roundhouse Kick and the Foot Sweep. The Foot Sweep hits your opponent's ankles and knocks him onto his back. The Roundhouse is a spinning kick which strikes your opponent in the face. To execute the spin moves, hold the CONTROL PAD AWAY from your opponent while you press the attack buttons.



AERIAL MOVES

The final moves one should learn are the Aerial moves— the flying punches and kicks. To execute these moves, first jump, either in place or towards your opponent, then press the attack buttons while in the air. However, unlike most attacks, aerial attacks must be timed properly to land the blows.



SPECIAL MOVES

All of the Mortal Kombat warriors possess expert fighting skills— in that respect, they are equal to thousands of other warriors around the globe. What raises them above their peers are the special moves which they have created and perfected. In order to become a superior warrior, skilled enough to win the title of Grand Champion, you too must learn these moves, for these moves, whether special kicks or elemental bolts, make the Mortal Kombat warriors the fiercest and most ferocious combatants on Earth. Mastering their special moves will make you the same.

WISDOM OF THE FIGHTING MONKS.

The mind is stronger than the body. Observe fights to learn which moves counteract others, which can be executed faster, and which do the most damage. For example, a crouched block will prevent you from being foot swept. Use this type of knowledge to your advantage.

With practice, you can learn combinations of moves which can be executed in sequence. These combinations allow you to hit your opponent several times before he can defend himself, making them an invaluable tool.

One battle plan will not work for every fighter. Since each warrior has different strengths and moves, each should employ a different fighting style. Experiment to discover which strategies are best suited to each fighter.

JOHNNY CAGE

REAL NAME: JOHN CARLTON
AGE: 29
HEIGHT: 6'1"
WEIGHT: 200
HAIR: BROWN
EYES: BLUE
LEGAL STATUS: CITIZEN OF THE UNITED STATES OF AMERICA
FAMILY RELATIVES:
ROBERT CARLTON, FATHER
ROSE CARLTON, MOTHER
REBECCA CARLTON, SISTER
CINDY FORD, WIFE
BIRTHPLACE: VENICE, CALIFORNIA
OCCUPATION: ACTOR

LIU KANG

AGE: 24
HEIGHT: 5'10"
WEIGHT:
HAIR: BLACK
EYES: BROWN
LEGAL STATUS: CITIZEN OF THE PEOPLES REPUBLIC OF CHINA
FAMILY RELATIVES:
LEE KANG, FATHER (DECEASED)
LIN KANG, MOTHER (DECEASED)
CHOW KANG, BROTHER (WHEREABOUTS UNKNOWN)
BIRTHPLACE: HONAN PROVINCE, CHINA
OCCUPATION: SHAOLIN MONK, FISHERMAN

SONYA BLADE

AGE: 26
HEIGHT: 5'10"
WEIGHT: 140
HAIR: BLOND
EYES: BLUE
LEGAL STATUS: CITIZEN OF THE UNITED STATES OF AMERICA
KNOWN RELATIVES: MAJOR HERMAN BLADE, FATHER
ERICA BLADE, MOTHER
DANIEL BLADE, TWIN BROTHER, (DECEASED)
BIRTHPLACE: AUSTIN, TEXAS
OCCUPATION: LIEUTENANT IN THE U.S. ARMY, MEMBER OF A SPECIAL PARA-MILITARY FORCE

KANO

AGE: 35
HEIGHT: 6'
WEIGHT: 205
HAIR: BLACK
EYES: 1 BROWN, 1 INFRA-RED (BUILT INTO METAL IMPLANT)
LEGAL STATUS: DEPORTED FROM JAPAN, WANTED CRIMINAL IN 35 COUNTRIES.
KNOWN RELATIVES: NONE— WAS ORPHANED AS A SMALL CHILD BY AN AMERICAN WOMAN IN TOKYO.
BIRTHPLACE: UNKNOWN
OCCUPATION: CRIMINAL MEMBER OF THE BLACK DRAGON ORGANIZATION

A martial arts superstar trained by great masters from around the world, Cage uses his talents on the big screen. He is currently box office champ, starring in such movies as Dragon Fist and Dragon Fist II, as well as the award-winning Sudden Violence. He entered the tournament purely for the publicity it would generate for him around the world. Despite his seeming shallowness, he is a formidable foe with limber limbs, quick reflexes, and his patented Shadow Kick.

SPECIAL MOVES: SHADOW KICK— AWAY, TOWARDS, LOW KICK

FIREBALL- B, F + LP

FINISHING MOVE: F,F,F + HP

Once a member of the super-secret White Lotus Society, Liu Kang left the organization in order to represent all Shaolin temples at the tournament. Through his entire life he has heard stories and rumors about Shang Tsung's martial arts tournament. He is well aware of the evil behind it, and has entered the tournament expressly to defeat Shang Tsung and return the tournament to its noble origins.

SPECIAL MOVES: FLYING KICK— TOWARDS,TOWARDS, HIGH KICK

FIREBALL- F, F + HP

FINISHING MOVE: BLK$360 (TE)

SUB-ZERO

REAL NAME: UNKNOWN
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: BROWN
LEGAL STATUS: NONE. HOWEVER, HE RESIDES SOMEWHERE IN CHINA
KNOWN RELATIVES: NONE
BIRTHPLACE: UNKNOWN
OCCUPATION: LIFE LONG MEMBER OF THE LIN KUEI, A CLAN OF CHINESE NINJAS

RAYDEN

AGE: ETERNAL
HEIGHT: 7'
WEIGHT: 350
HAIR: BLACK
EYES: NONE
LEGAL STATUS: MYSTIC— DOES NOT APPLY
KNOWN RELATIVES: NONE
OCCUPATION: WARRIOR

A mercenary, thug, extortionist, thief— Kano lives a life of crime and injustice. He is a devoted member of the Black Dragon, a dangerous group of cut-throat madmen feared and respected throughout all of crime's inner circles. Believing Tsung's palace to be made of gold, Kano has entered the tournament in order to gain access to and loot the palace.

SPECIAL MOVE: CANNONBALL— TOWARDS, DOWN, AWAY, UP, TOWARDS

KNIFE TOSS— BLK*, B, F

FINISHING MOVE: B, D, F + LP

Sonya Blade is a member of a top special forces unit. Her team was hot on the trail of Kano's Black Dragon. Her unit followed Kano to an uncharted island, but were ambushed by Shang Tsung's personal army. Tsung forced Sonya into the tournament by holding comrades hostage. Now, not only does her own life rest on her performance, but those of her companions as well!

SPECIAL MOVES:
LEG GRAB— BLOCK + LOW PUNCH + LOW KICK

RING TOSS— B, F +

FINISHING MOVE:

B, B, F, F, BLK

GORO

AGE: 2000
HEIGHT: 8'2"
WEIGHT: 550
HAIR: BLACK
EYES: RED
LEGAL STATUS:
EARTH— NONE
OUTWORLD— PRINCE OF KUATAN
KNOWN RELATIVES:
KING GORBAK, FATHER
QUEEN MAI, MOTHER
GORO ALSO HAS 7 WIVES
BIRTHPLACE: KUATAN, 4TH ASTRAL PLANE OF SHOKAN, REALM OF THE OUTWORLD.
OCCUPATION: PRINCE OF KUATAN, RULER SUPREME OF SHOKAN'S ARMIES.

SCORPION

REAL NAME: UNKNOWN
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: VARIES
LEGAL STATUS:
SCORPION IS A REINCARNATED SPECTER AND HAS NO LEGAL STATUS.
KNOWN RELATIVES:
WIFE AND CHILD IN A FORMER LIFE.
BIRTHPLACE: IN FORMER LIFE— UNKNOWN
AS SCORPION— UNKNOWN
OCCUPATION:
IN FORMER LIFE— UNKNOWN
AS SCORPION— ON REVENGE

The actual name and origin of this warrior is unknown. However, based on his uniform, it is believed he belongs to the Lin Kuei, a legendary clan of Chinese ninjas. As his name implies, he has mastered the element of cold. His deep freeze leaves an opponent at his mercy, a dangerous situation, for Sub-Zero possesses none.

SPECIAL MOVES:
DEEP FREEZE— DOWN, TOWARDS, LOW PUNCH
POWERSLIDE – B + LP, LK, BLK
FINISHING MOVE: F, D, F + HP

The name Rayden is actually that of mystical warrior who lives among the thunder clouds. It is rumored that he received a personal invitation from Shang Tsung himself and took the form of a human to compete in the tournament. His elemental powers make him a dangerous foe from both the land and the air.

SPECIAL MOVES:
FLYING THUNDERBOLT— AWAY, AWAY, TOWARDS
LIGHTNING THROW – D, F + LP
FINISHING MOVE: F, B, B, B + HP

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- Relocate the Super NES with respect to the receiver.
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A 2000 year old half-human dragon, Goro remains undefeated for the past 500 years. He won the title of Grand Champion by defeating Kung Lao, a Shaolin fighting monk. It was during this period that the tournament fell into Shang Tsung's hands and was corrupted. Goro possesses both massive strength and great agility. None who have fought him have reported any weaknesses. In fact, none who have opposed him have survived!

Like Sub-Zero, Scorpion's true name and origin are not known. It is believed, however, that he is a fallen ninja granted the opportunity to avenge his death at the hands of the Lin Kuei. He has been given a new body and a uniform which mocks th Lin Kuei's with its cowardly yellow color.

SPECIAL MOVES: HARPOON-AWAY, AWAY, LOW PUNCH

TELEPORT PUNCH- B,R+HP

FINISHING MOVE: BLK*U,U